



WCSE 2017

7th International Workshop on

Computer Science and Engineering

June 25-27, 2017 • Beijing, China

Call for Papers

Following the success of in UAE, Russia and Japan, we are proud to bring 2017 The 7th International Workshop on Computer Science and Engineering (WCSE 2017) to be held at Beijing, China during June 25-27, 2017. This conference provides a platform for interaction and exchanging research ideas among experts from various fields of Computer Science and Engineering, and will be attended by reputed scientists, researchers, academicians, industrial professionals and postgraduate students globally. We will be thankful for the contributions to WCSE 2017. We look forward to your participation and continued engagement at future.

Keynote Speaker:

Prof. Yifei Chen, China Agriculture University, Beijing, China
Prof. Hayato Ohwada, Tokyo University of Science, Japan

Submission Method:

- <http://www.easychair.org/conferences/?conf=wcse2017>
- Submit directly to official email: wcse_general@zhconf.ac.cn

All previous WCSE conferences have been indexed by Scopus, Ei Compendex (2014 <http://www.wcse.us/2014.html>, 2015 <http://www.wcse.us/2015.html>, 2016 <http://www.wcse.us/2016.html>),

Papers presented in WCSE 2017 will be submitted for inclusion in Scopus, Ei Compendex.

Important Dates:

Submission Deadline: March 24, 2017;
 Notification Date: April 14, 2017;
 Early Bird Payment: May 5, 2017;
 Camera Ready Date: April 30, 2017.

Website & Contact:

www.wcse.us
 Conference Secretary: Celine Q. Xi
 Email: wcse_general@zhconf.ac.cn

Topics of interest for submission include, but are not limited to:

Engineering

Earthquake engineering
 Architectural engineering
 Aerospace engineering
 Acoustical engineering
 Artificial intelligence
 Automotive engineering
 Biomechanics
 Computer Science & engineering
 Electrical engineering
 Environmental engineering
 Engineering science and mechanics
 Engineering economics
 Engineering management
 Industrial engineering
 Mechanics
 Nuclear Engineering
 Nano Engineering
 Petroleum engineering
 Software engineering
 Soft Computing
 Systems engineering

Information Technology

Signal processing and information fusion
 Voice, Video and Image Processing

Human-Computer Interaction Techniques
 Database and Information Mining
 Bioinformatics
 Knowledge Acquisition and Processing
 Information Management System
 Virtual Reality
 Data Mining and Processing
 Microelectronic Technology
 Software Engineering
 Microcomputer and Embedded System

Theories and Applications of Advanced Control

Nonlinear System Control
 Optimal Control
 Robust Control
 Adaptive Control
 Neural Network
 Pattern Recognition
 Random System
 Sophisticated System
 Theories of complex Systems and Complexity
 System Modeling and Simulation
 Intelligent Control System
 Fuzzy System and Fuzzy Control
 Inertial system calibration and calibration
 Fault Tolerant Control

Computer and Communication Technology

Mobile and Wireless Communication Network
 Network Protocol
 Intelligence Computation Technology
 Network Security
 Sensor Network
 Cloud Computing
 Mobile Communication
 Distributed Computing
 Internet of Things and CPS
 Fibre Optical Communication Technology
 Network Construction and Teaching



美国科学与工程协会
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 Tokyo University of Science



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